

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - 5 a game adapted to be displayed to a player;  
a plurality of award opportunities in said game, wherein at least one of the award opportunities is an accumulated award opportunity which includes a plurality of components which are accumulated during said game, and wherein said accumulation of a plurality of said components is adapted to be displayed  
10 to the player;  
a plurality of outcomes resulting from the award opportunities, wherein the outcome associated with each of the accumulated award opportunities is based on the accumulated components of said accumulated award opportunity; and  
15 a processor operable to cause an indication of at least two of the award opportunities including at least one accumulated award opportunity, enable a player to choose one of the indicated award opportunities, and provide the player with the outcome resulting from the award opportunity picked by the player.  
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2. The gaming device of Claim 1, wherein the components of the accumulated award opportunity are randomly generated.
3. The gaming device of Claim 1, wherein the processor is operable  
25 to determine a plurality of the components of the accumulated award opportunity.
4. The gaming device of Claim 1, wherein the accumulated components of the accumulated award opportunity are combined by a  
30 mathematical operation.

5. The gaming device of Claim 1, wherein the accumulated components of the accumulated award opportunity are used in another game of the gaming device.

5 6. The gaming device of Claim 1, which includes a probability of being accumulated associated with each of the components of the accumulated award opportunity .

7. The gaming device of Claim 1, which includes at least two  
10 different accumulated award opportunities which include different types of components.

8. The gaming device of Claim 7, wherein at least one of the types of components of at least one of said accumulated award opportunities  
15 include a number of free activations and a multiplier.

9. The gaming device of Claim 1, wherein the components of at least one accumulated award opportunity include a number of free activations of another game.  
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10. The gaming device of Claim 1, which includes a plurality of component-accumulating positions.

11. The gaming device of Claim 10, wherein the plurality of  
25 components are associated with the plurality of component-accumulating positions.

12. The gaming device of Claim 10, wherein at least one component is associated with each component-accumulating position.  
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13. The gaming device of Claim 10, wherein the processor is operable to cause a display of the components associated with at least one component-accumulating position.

5           14. The gaming device of Claim 10, which includes a probability of being accumulated associated with at least one component-accumulating position.

10           15. The gaming device of Claim 1, wherein the number of indicated award opportunities is based upon an event associated with another game.

16. The gaming device of Claim 1, wherein at least two of the award opportunities are indicated upon a triggering event in the game.

15           17. The gaming device of Claim 16, wherein the triggering event includes an indication of at least one selection position.

18. The gaming device of Claim 17, wherein at least one of the award opportunities is associated with said selection position  
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19. The gaming device of Claim 1, which includes a probability of being indicated associated with said selection position.

20. The gaming device of Claim 1, which includes a probability of  
25 being indicated associated with each award opportunity.

21. The gaming device of Claim 1, wherein the processor is operable to randomly pick at least one of the indicated award opportunities.

22. The gaming device of Claim 1, wherein at least one of the award opportunities includes: at least one of a bonus event, a predetermined award, a progressive award, a progressive number of free activations of another game, a randomly determined award, a free activation in a primary game, a free activation in a bonus event, a free game in a primary game, a free game in a bonus event, a multiplier and any combination thereof.

23. The gaming device of Claim 1, wherein the outcomes associated with at least one of the award opportunities include at least one of the group consisting of: credits, other awards, other values, free spins, free games, progressive awards, progressive numbers of free spins, multipliers and combinations thereof.

24. A gaming device comprising:  
a game adapted to be displayed to a player;  
a plurality of pairs of award opportunities, wherein at least one of the award opportunities in each pair is an accumulated award opportunity which includes a plurality of components which are accumulated during said game, and wherein said accumulation of a plurality of said components is adapted to be displayed to the player;

a plurality of outcomes resulting from the award opportunities, wherein the outcome associated with each of the accumulated award opportunities is based on the accumulated components of said accumulated award opportunity; and

a processor operable to indicate one of the pairs of award opportunities, enable a player to choose one of the award opportunities in the indicated pair of award opportunities, and provide the player with the outcome resulting from the award opportunity picked by the player from the indicated pair.

25. The gaming device of Claim 24, wherein each paired award opportunity is randomly selected from a plurality of award opportunities.

26. The gaming device of Claim 24, wherein each pair of award opportunities includes the same accumulated award opportunity.

27. The gaming device of Claim 24, wherein each pair of award  
5 opportunities includes two different types of award opportunities.

28. The gaming device of Claim 24, wherein the components of each of the accumulated award opportunities are randomly generated.

10 29. The gaming device of Claim 24, wherein the processor is operable to cause a display of the accumulation of a plurality of the components of each accumulated award opportunity.

30. The gaming device of Claim 24, wherein the accumulated  
15 components of the accumulated award opportunity are combined by a mathematical operation.

31. The gaming device of Claim 24, wherein the accumulated components are used in another game.

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32. The gaming device of Claim 24, which includes a probability of being accumulated associated with each of the components.

33. The gaming device of Claim 24, which includes two accumulated  
25 award opportunities which include different types of components.

34. The gaming device of Claim 33, wherein at least one of the types of components of at least one accumulated award opportunity include a number of free activations and a multiplier.

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35. The gaming device of Claim 24, wherein the components of at least one accumulated award opportunity include a number of free activations of another game.

5 36. The gaming device of Claim 24, which includes a plurality of component-accumulating positions.

37. The gaming device of Claim 36, wherein at least one component is associated with each component-accumulating position.

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38. The gaming device of Claim 36, wherein any component associated with at least one component-accumulating position is accumulated if said position is designated.

15 39. The gaming device of Claim 36, which includes a probability of being designated associated with at least one component-accumulating position, wherein the likelihood of one of the component-accumulating positions being designated is based on said probability.

20 40. The gaming device of Claim 24, wherein at least one pair of award opportunities is indicated upon a triggering event.

41. The gaming device of Claim 40, wherein the triggering event includes a designation of at least one selection position.

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42. The gaming device of Claim 41, wherein at least one of the pair of award opportunities is associated with at least one selection position.

43. The gaming device of Claim 24, which includes a probability of  
30 being selected associated with each pair of award opportunities, wherein the likelihood of a pair of award opportunities being indicated is based on said probability.

44. The gaming device of Claim 24, wherein the processor is operable to randomly select the indicated pair of award opportunities.

45. The gaming device of Claim 24, wherein at least one of the  
5 award opportunities includes: at least one of a bonus event, a predetermined award, a progressive award, a progressive number of free activations of another game, a randomly determined award, a free activation in a primary game, a free activation in a bonus event, a free game in a primary game, a free game in a bonus event, a multiplier and any combination thereof.

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46. The gaming device of Claim 24, wherein the outcomes associated with at least one of the award opportunities include at least one of the group consisting of: credits, other awards, other values, free spins, free games, progressive awards, progressive numbers of free spins, multipliers  
15 and any combination thereof.

47. A gaming device comprising:  
a game;  
a plurality of award opportunities in said game, wherein each award  
20 opportunity includes a sub-game and each award opportunity has an expected average outcome;  
at least one accumulated award opportunity, wherein each accumulated award opportunity includes a plurality of components which are accumulated during said game, wherein said accumulation of said components is adapted  
25 to be displayed to the player, and wherein each accumulated award opportunity has an expected average outcome;  
a triggering event which causes the indication of one of the accumulated award opportunities and one of the award opportunities which have a substantially similar expected average outcome; and  
30 an award adapted to be provided to the player based on the player selected one of the indicated accumulated award opportunity or the award opportunity.